

**AMENDMENTS TO THE CLAIMS**

1           1.     (Currently Amended)   A method controlling a computer game,  
2     comprising the steps of:  
3           imaging a sequence of scenes including the head of a user of the computer; ~~and~~  
4           comparing visual characteristics from a portion of a scene to ~~scene~~ a center of  
5     said portion of a scene to determine movement of the user's head within the scene  
6     wherein at least one of the visual characteristics is color; and  
7           providing a weighted average of color to compute the location of the user's  
8     head based upon color alone; and  
9           controlling the game in accordance with the movements.

1           2.     (Currently Amended)   The method of claim 1, wherein the visual  
2     characteristics include ~~color~~, shape or location.

1           3.     (Currently Amended)   The method of claim ~~[[1]]~~ 2, wherein the visual  
2     characteristics include a combination of static and dynamic characteristics.

1           4.     (Original)   The method of claim 3, further including the step of  
2     modeling of the dynamic characteristics to yield an estimate of head position.

1           5.     (Currently Amended)   The method of claim 1, further including the step  
2     of initiating the head tracking through a graphical user interface.

1           6.       (Currently Amended) The method of claim 5, wherein the graphical  
2       user interface provides a bounding box displayed in ~~the~~ a screen to assist in targeting  
3       the user's head.

1           7.       (Currently Amended) The method of claim 2, further comprising the  
2       step of enabling a match in color despite the differences arising from lighting and  
3       shadows.

1           8.       (Currently Amended) The method of claim 2, further comprising the  
2       step of enabling a match in color within a threshold of hue.

1           9.       (Original) The method of claim 1, wherein the step of comparing the  
2       visual characteristics includes a comparison of pixels from scene to scene.

1           10.      (Original) The method of claim 1, further including the step of  
2       determining if the user's head was moved outside of the scene.

1           11.      (Cancelled)

1           12.      (Currently Amended) The method of claim 1, further including the step  
2       of segmented segmenting a region defined by a predetermined closeness of color as an  
3       estimate of target shape.

- 1           13.    (Original)   The method of claim 1, further including the step of  
2    continuing to track the user's head when moving in front of or behind a similarly  
3    colored object in the scene.